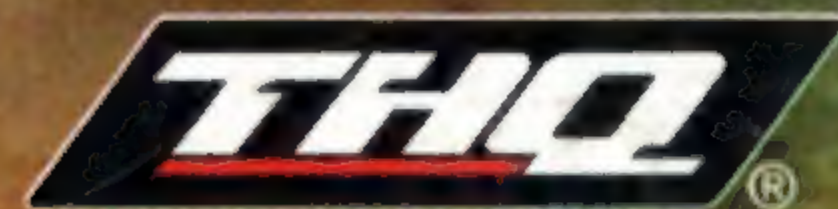


GAME BOY ADVANCE



NTR-BJWE-USA

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Rev-D (L)

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Setup



1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Tak: The Great Juju Challenge into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

Getting Started

On the Main Menu screen, choose from the following selections by using the Control Pad to scroll through the menu, the A Button to make your choice, or the B Button to return to the previous selection.



Empty Slot Select this option to start a new game.

Full Slot Choose this option to continue a previously saved game.

Delete This option allows you to remove previously saved games.



If you're starting a new game, you'll have the chance to select the difficulty level. Choose from one of three settings: Easy, Medium, or Hard.

Game Controls

Control Pad	Walk/Run
Control Pad Up	Look up
A Button	Jump
B Button	Attack Throw (while carrying object)
L Button	Separate or Link Characters
R Button	Switch lead character
Control Pad Opposite Direction	Skid and turn around (while running)
START	Pause Menu

Great Race

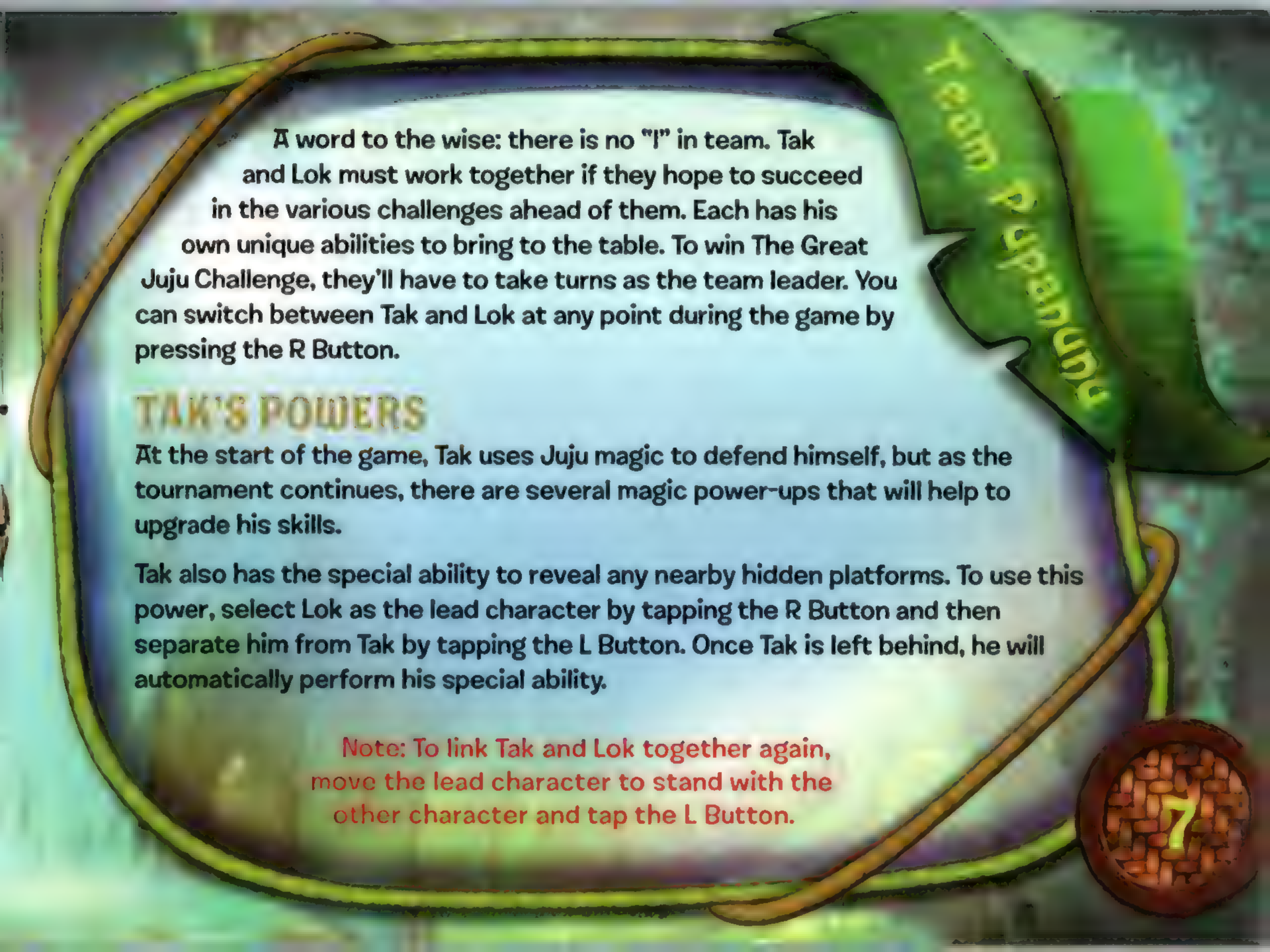
Control Pad Left/Right.....	Steer the catapult
A Button.....	Accelerate
B Button.....	Slow/Brake/Reverse
L Button	Fire the catapult
R Button.....	Use collected item
START	Pause Menu

In order to win The Great Juju Challenge, Tak and Lok will participate in various events while exploring new worlds and overcoming obstacles on a grand cross-continental journey.



World Map

The journey begins at the World Map. Each world has three levels and a Juju Boss. Use the Control Pad to move Tak and Lok around the map and press the A Button to select a level. Once you've beaten all three levels and defeated the boss, you'll qualify for the Great Race. You'll have to beat the race in order to advance to the next world.



A word to the wise: there is no "I" in team. Tak and Lok must work together if they hope to succeed in the various challenges ahead of them. Each has his own unique abilities to bring to the table. To win The Great Juju Challenge, they'll have to take turns as the team leader. You can switch between Tak and Lok at any point during the game by pressing the R Button.

TAK'S POWERS

At the start of the game, Tak uses Juju magic to defend himself, but as the tournament continues, there are several magic power-ups that will help to upgrade his skills.

Tak also has the special ability to reveal any nearby hidden platforms. To use this power, select Lok as the lead character by tapping the R Button and then separate him from Tak by tapping the L Button. Once Tak is left behind, he will automatically perform his special ability.

Note: To link Tak and Lok together again, move the lead character to stand with the other character and tap the L Button.



Team Pupanunu

LOK'S POWERS

Lok's magical abilities aren't as strong as Tak's, but what he lacks in Juju, he makes up for in strength – note the Juju mallet he uses to brain enemies.

Like Tak, Lok also has a special ability that he can perform when separated from his teammate. Lok has the power to drop and sit like a rock. Okay, so maybe it's not a special ability, but it's an ability nonetheless. To use this power select Tak as the lead character by tapping the R Button and then separate him from Lok by tapping the L Button. Once Lok is left behind, he'll automatically cop a squat.

COMBO MOVES

With Lok in the lead, Team Pupanunu can perform some pretty nifty maneuvers.

Juju Dash:

Press Forward, Forward while on the ground to use this special dash move.

Pupanunu Piggyback:

Press Up, Up while on the ground and Tak will use his Juju powers to shield Team Pupanunu from harm.

Super Smash:

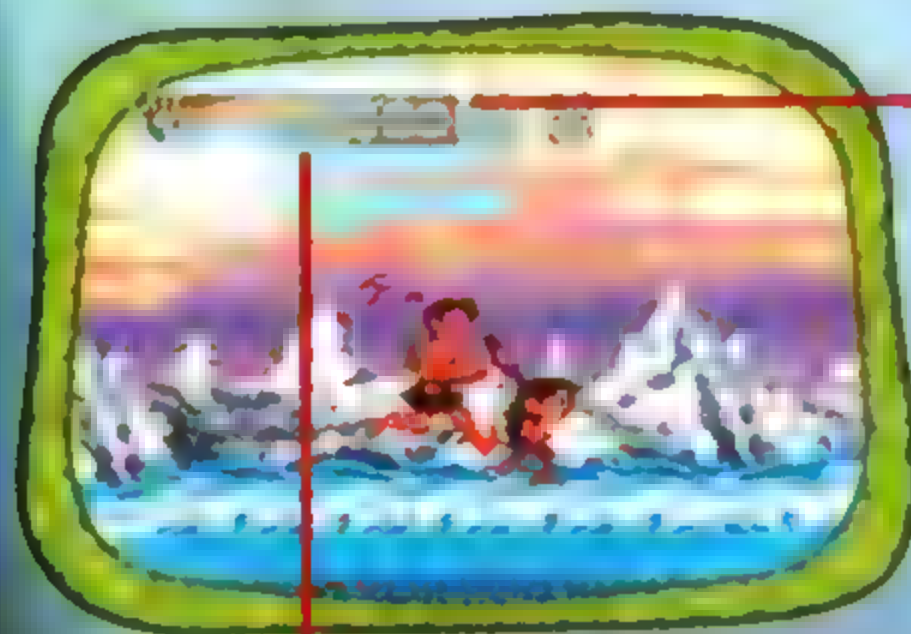
While in the air press Down, Down to smash through walls below.

Super Jump:

Press Forward, Forward while in the air to super jump.

Slide:

Hold Down to slide down angles.



HEALTH AND JUJU METERS

Health: The top meter represents health. When the health meter runs out, you'll lose a turn in the Great Race and have to start over from either the last checkpoint, or the beginning of the current level.

Juju: The bottom meter represents Juju. When this meter runs out, you won't be able to use magic. Juju will automatically replenish over time, but you can also use Mana and Experience Potions to refill magic.



The Great Race

Once Team Pupanunu defeats the Juju Boss at the end of each world, they'll advance to the Great Race where they'll go head-to-head with the other contestants in The Great Juju Challenge. Tak and Lok must win the race if they hope to move on to the next level. Be sure to collect power-ups to help them take the lead.

Place: The top left corner of the screen shows your place in the race. You have to achieve first place to continue, so don't fall too far behind.

Race Rank: Keep an eye on the competition using these boxes along the left side of the screen. They display the place order and status of the other drivers.



Time: The race timer is in the top right corner of the screen.

Item: Under the timer, the current item is displayed.

Lap: The bottom right corner shows the lap count.

GREAT RACE POWER-UPS & ITEMS

There are two ways to get Great Race Power-Ups. The first is to defeat each world's Tiki Puzzle that you find hidden somewhere within the levels.

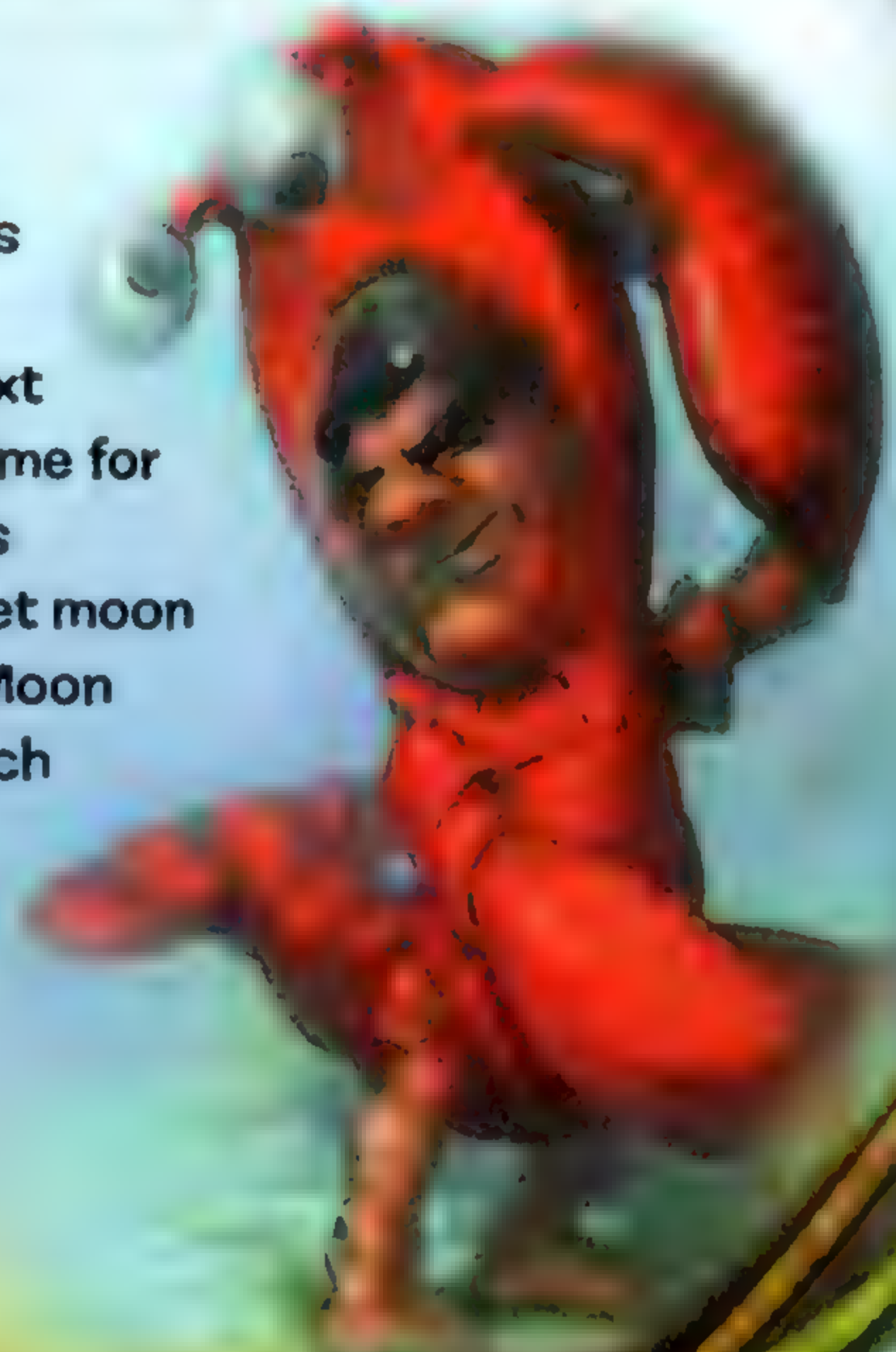
Defeat the Tiki Puzzle and you'll be given a power-up to start the next race with! The second way to get power-ups is simply to drive over them on the racetrack.




Complete your first Great Race Challenge to unlock access to the Mini-Games Map.

Mini-Game Sun & Moon Ranking

All mini-game times and scores are recorded. When you beat a mini-game, a sun symbol appears next to it. If you manage to beat the best time for that particular game, the sun symbol is replaced with a moon. The goal is to get moon symbols in all of the mini-games. The Moon Juju will be honored and pleased at such an achievement





The object of a Tiki Puzzle is to return the tiki to its altar before time runs out. Here are a few tips toward achieving that goal.

1. If you drop or throw a tiki, a timer will appear directly above the statue. If the timer reaches zero, the tiki will return to its starting point. Pick the statue back up quickly to avoid losing ground.
2. Colored blocks can only be moved by finding and hitting the switch of the same color.
3. Some colored blocks are turned back on by hitting the switch for a different color.

If you succeed in solving a Tiki Puzzle within the time limit, you will be rewarded with a power-up to start the next race with. One Tiki Puzzle is hidden within each world. When you find the Tiki Puzzle Orb, press Up on the Control Pad to enter the Tiki Puzzle.



Animals are your four-legged friends. It's impossible to make it through The Great Juju Challenge without them. They may not always like you, but that doesn't mean they won't lend a hand, er, hoof. Even an angry rhino on the rampage can be used to your advantage.



Rokkers are stony creatures who'll go out of their way to thwart Team Pupanunu. They'll stomp, roll and rock right on over if you, if you're not careful. Woodies are no better. Some leap from trees to land in your path, while others use their mallets to hammer out a trail of destruction. Each of the world's enemy racer will also try to stop you, so be on your toes for their interference!



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WayForward

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Agoura Hills, CA 91301

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